

My Hero™



SEGA MS

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA
CARTRIDGE are intended exclusively for the
SEGA MASTER SYSTEM.

HOW TO USE SEGA CARD MEGA CARTRIDGE

1. Make sure that the POWER SWITCH is
"OFF".
2. Next, insert the SEGA CARD or MEGA
CARTRIDGE into the SEGA MASTER
SYSTEM (see the illustration below).
3. Turn the POWER SWITCH "ON".
If nothing appears on the screen, check to
see that the insertion as described in the
above point is properly made.
4. After using, first be sure to turn the
computer's POWER SWITCH "OFF" and
then pull out the SEGA CARD or the
MEGA CARTRIDGE and put it in its case
for safe storage.



"MY HERO" STORY

Rescue REMY who was kidnapped by MOHAKAN'S hooligans. STEVE, a kung fu master, fully utilizes his martial arts skill against MOHAKAN, his men and the things that obstruct his way!

① STEVE



①

② KNIFE THROWER
ENEMY WITH
STEEL BALL



②

③ HODOLAH



③

④ FEROCIOUS BULLDOGE



④

⑤ * PIG

⑥ FROG



⑤



⑥

[The * marked ones can not be destroyed
Skillfully evade them.]

① * BOMB

② * SPIN WHEEL

③ * FALLING ROCK

④ MOKKAN, THE ENEMY'S BOSS

⑤ RENT

⑥ * TRACKLESS RADIO-
CONTROLLED CAR

⑦ * FLAME

(The * marked ones can not be destroyed
Successfully evade them.)



When playing by using the CONTROL PAD

① START button

② DIRECTION CONTROLLER

③ JUMP button

④ PUNCH button

A. High-kick

(Simultaneously move in this direction and push the PUNCH button.)

B or D

Maneuvers STEVE to the right and the left.

To make a flyingkick.

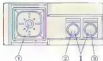
(Simultaneously move in the applicable direction and push the JUMP button.)

C

To squat.

To trip the opponent

(Simultaneously move in this direction and push the PUNCH button.)



HOW-TO-PLAY

PURPOSE OF THE GAME

You as STEVE, a kung fu master, set out to rescue REMY, who was kidnapped by the evil enemy, MOHKAH.

GAME OVER

The number of the players (STEVE) allotted at the time of starting the game is 3. When all of them are lost, the game is over (One additional player is awarded every time a round is cleared.)

STARTING THE GAME

- ① For one player, push the 1P CONTROL PAD START button
- ② For 2 players, push the 2P CONTROL PAD START button

FOR 1 PLAYER

Your enemies are not to be lightly reckoned with. However, your kung fu ability is your one powerful weapon. Battle against your foes with everything you've got in order to rescue REMY!



FOR 2 PLAYERS

Which one of you will be the first to see REMY'S beautiful face?

Oh oh! MOHAKAM is going to kidnap REMY!
Now, MOHAKAM'S men are coming to attack you. Beware of them!! (Advance while battling with the enemies —)

WHEN BATTLING WITH MOHAKAM

Try to cause serious damage to him by PUNCHING and KICKING.

POWER TABLE

Every time the player causes damage to the BOSS, the player's power meter increases.
The one whose power meter reaches the maximum level first, wins.

POWER METER'S SYMBOLS

The point of interest is whether or not STEVE'S "POWER OF LOVE" wins over MOHAKAM'S "EVIL POWER!!".



----- STEVE



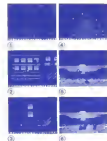
----- MOHAKAM

INTRODUCTION OF OUTSTANDING "MY HERO" SCENES

- ① REMY is kidnapped.
- ② Fighting in a downtown area.
- ③ Bulldozer attacking.
- ④ The "PARK OF FLAMES".
- ⑤ Barling with MOHICAN.
- ⑥ Reunion with REMY.

SCORES

- BOTTLE 800 points
- HOODLUM 500 points
- BULLDOZ 1,000 point
- KNIFE THROWER 1,000 points
- MOHICAN 10,000 points



ADVICE FROM PROFESSOR PLAYOR

- By watching the appropriate technique, such as PUNCH, HIGH-KICK or TRAPPING to meet the occasion, you can advance forward at a very fast pace.
- MOHICAN is a persistent fellow. Even if he is constantly defeated, he repeatedly kidnaps REMY. As such, you'll find yourself doing battle with him again and again.



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA
CARTRIDGE are intended
exclusively for the SEGA
MASTER SYSTEM

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to
any violent or
jerk!

Do not expose
to direct
sunlight!

Do not damage
or deform!

Do not place
near any high
temperature
source!

Do not expose to
flames, fumes,
etc.!

• Be especially careful not to
stick anything on the SEGA
CARD!

- When wet, completely dry
before using.
- When it becomes dirty,
carefully wipe it with a soft
cloth dipped in soapy water.
- After use, put it in its CASE



SEGA[®]

Printed in Australia